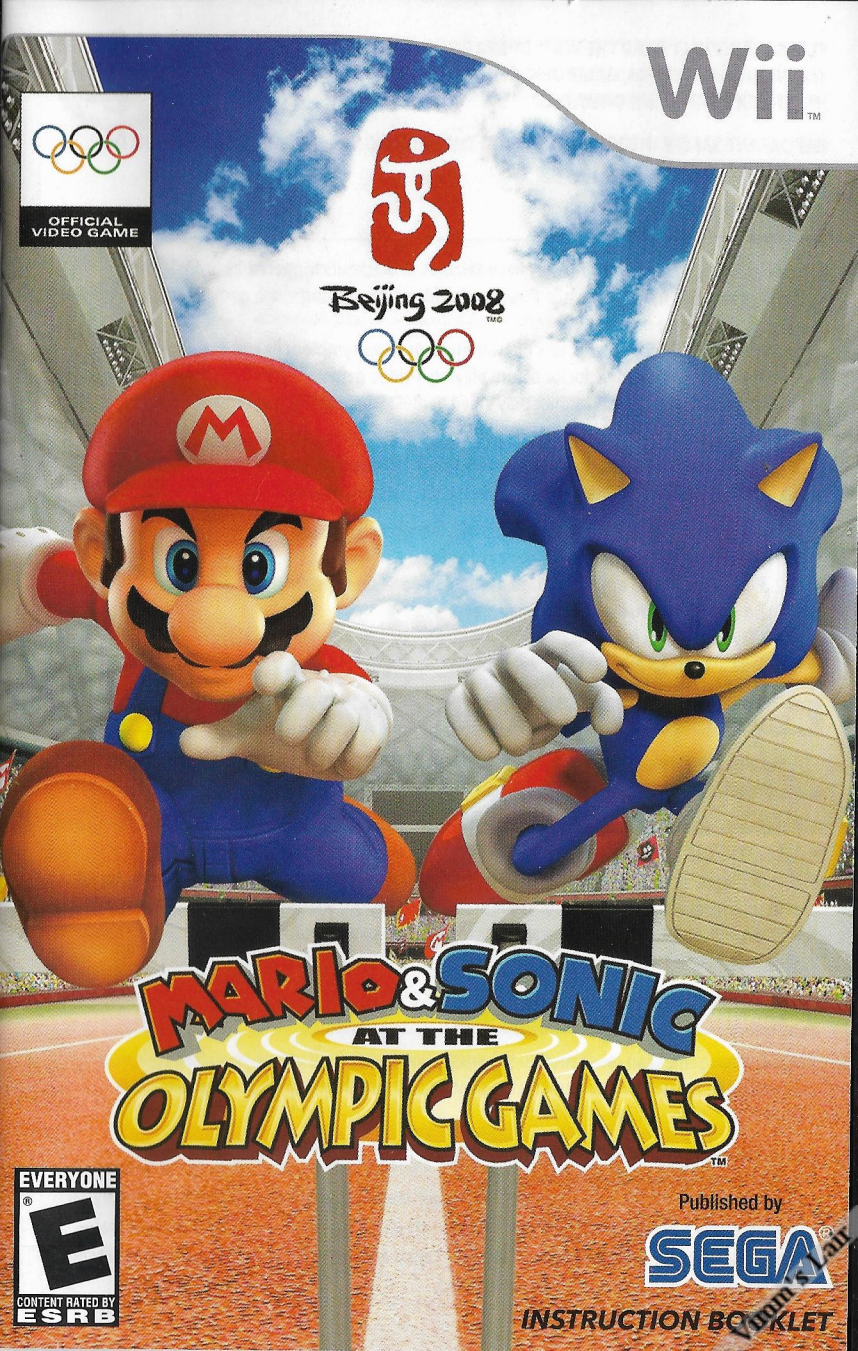
Wii
OFFICIAL VIDEO GAME
Beijing 2008
MARIO & SONIC AT THE OLYMPIC GAMES
EVERYONE
E
CONTENT RATED BY ESRB
Published by
SEGA
INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## ⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| | | |
|---|---|---|
| Convulsions | Eye or muscle twitching | Altered vision |
| Loss of awareness | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## ⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**IMPORTANT LEGAL INFORMATION** This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

*The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

EVERYONE
E
CONTENT RATED BY ESRB

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Vimm's Lair

# CONTENTS

Thank you for purchasing *MARIO & SONIC AT THE OLYMPIC GAMES*™. Please note that this software is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

All the Olympic Records and World Records used in the game are accurate as of August 10, 2007. The World Record for Rowing shown in the game is the World's Best Time.


CONTROLS . . . . . 3
CHARACTERS . . . . . 6
MAIN MENU . . . . . 8
SINGLE MATCH . . . . . 9
CIRCUIT . . . . . 11
MISSION . . . . . 12
GALLERY . . . . . 13
RECORDS . . . . . 14
OPTIONS . . . . . 15
EVENTS . . . . . 16
WARRANTY . . . . . 21


⚠ *CAUTION: WRIST STRAP USE*

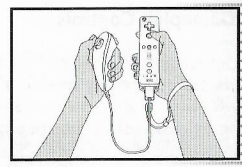
*Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.*

*Also remember the following:*

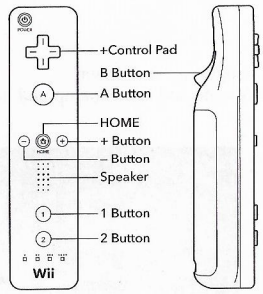
- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*



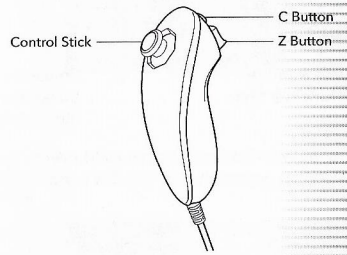
While playing in the Nunchuk™ Style (Wii Remote™ + Nunchuk™) is recommended, you can also play many events in the game with the Wii Remote alone. The game will automatically detect the controller you have.



**Wii Remote**




**Nunchuk**




## Menu Controls

**Select Menu Item** . . . . . Point at the Menu Item/+Control Pad/Control Stick
**Enter Selection** . . . . . A Button
**Cancel/Back One Step** . . . B Button

**Note**: The buttons on the Nunchuk are not used during the Menu Screen.

## Gameplay Controls

**+ Button** . . . . . Pause the Game
**HOME Button** . . . . . Display the HOME Menu

**Pause Menu**
During the game, you may pause the game at any time.

- **Resume game**

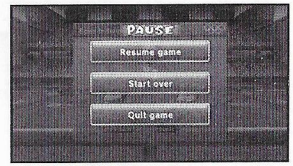
Close the Pause Menu and resume playing.

- **Start over**

Restart the event from the beginning.

- **Quit game**

Exit the event.




Vinn's Lair

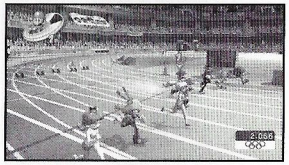
## Gameplay Controls

Get ready to compete in eight different sports featuring 20 exciting events. There are basic gameplay controls to master such as running and jumping and then you will build on those in each event. Once you arrive at your chosen event there will be detailed instructions to explain the Wii Remote and the Nunchuk style. The game will automatically adjust to the controllers connected.

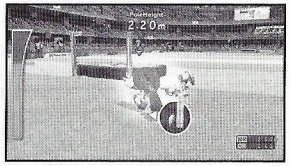
### Run

**Wii Remote** . . . . . Shake the Wii Remote up and down.
**Nunchuk Style** . . . . . Shake the Wii Remote and Nunchuk up and down alternately.

In Track events and certain Field events that need an approach run, use this control to run.



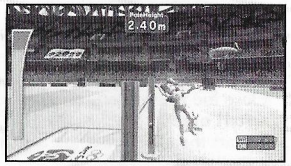
In Field events, as soon as you see the message "Speed Locked," stop shaking the controller(s). The character will maintain the speed for the rest of the runway.




### Jump

**Wii Remote/Nunchuk Style** . . . Swing the Wii Remote vertically.

In some Field events and Trampoline, swing the Wii Remote vertically at the right time to jump.

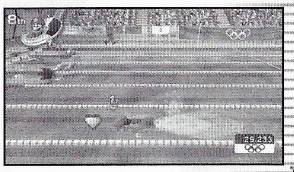





### Swim

**Wii Remote** . . . . . Swing the Wii Remote left/right/up/down.
**Nunchuk Style** . . . . . Swing both the Wii Remote and Nunchuk left/right/up/down.

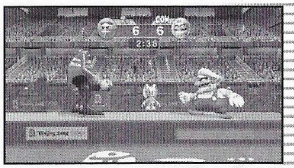
To swim, swing the Wii Remote (and Nunchuk) in the direction indicated.



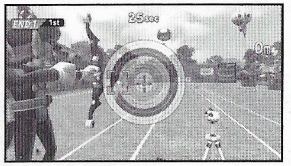
### Move

**Wii Remote** . . . . . +Control Pad
**Nunchuk Style** . . . . . Control Stick

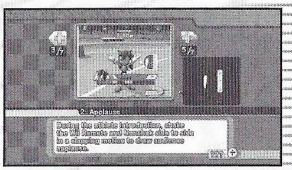
In an event such as Fencing (Individual epée), use this control to move your character.



**Events Played in Nunchuk Style Only**
Long Jump, Triple Jump, High Jump, Pole Vault, Vault (Gymnastics) and Archery can only be played in Nunchuk Style. Please attach the Nunchuk to the Wii Remote.



**On-Screen Control Guide**
Before each event, you can view a more detailed control guide on the screen. Select **Controls** to view.



Vinm's Lair

**Mario**
All-Around Type

**Luigi**
All-Around Type

**Peach**
Skill Type

**Daisy**
Speed Type

**Yoshi**
Speed Type

**Wario**
Power Type

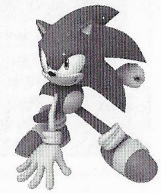
**Waluigi**
Skill Type

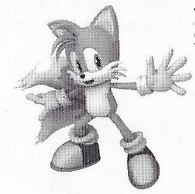
**Bowser**
Power Type

Note that each character has different abilities. There are events that certain characters are especially good at, and events that characters are not so good at. The Character Select Screen will display detailed parameters of each character.

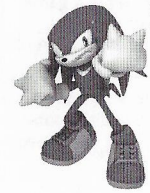


**Sonic**
Speed Type



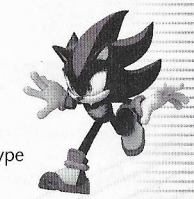


**Tails**
Skill Type



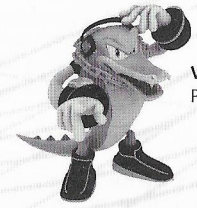
**Knuckles**
Power Type

**Amy**
All-Around Type



**Shadow**
Speed Type

**Blaze**
All-Around Type

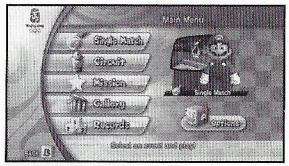


**Vector**
Power Type

**Dr. Eggman**
Skill Type

Vinm's Lair

At the Title Screen, press both A and B Buttons simultaneously to bring up the Main Menu.




### Game File

If this is the first time you are playing the game, you will need to create a game file with your User Profile (name and flag). The next time you start up the game, select the game file you wish to use.

### Single Match

Compete in a single event and aim for the top record. One to four players can enjoy the game.

### Circuit

Play in a series of events, and compete for overall 1st place. One to four players can enjoy the game.

### Mission

Complete missions given to earn prizes.

### Gallery

Play mini-games to unlock various Olympic-related trivia.

### Records

View your records and collections. You can also register your records for World Rankings.

### Options

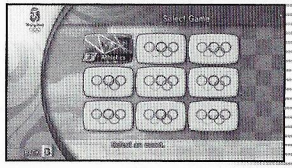
At the start of the game you select a game name, flag and personal icon. As you win new prizes, feel free to update your personal icon. You can also change your name and flag at any time.



Play a single event alone or with up to four players, and aim for the World Record.

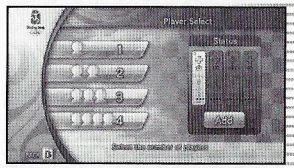
### Select Game

There are eight sports with twenty events. Select a sport and a corresponding event from the list displayed. Note that only the sports and the events that are unlocked can be selected. By fulfilling certain conditions, other sports and events will become available.

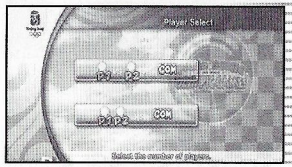



### Player Select

Select the number of players participating in the event, and press the A Button. If you wish to register additional Wii Remotes, select **Add** to move to the Additional Controller Screen.



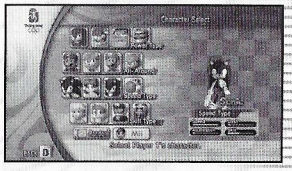

With relay events, if you have multiple players, you can select whether to play cooperatively or against each other.




### Character Select

Finally, each participant will select a character. With relay events, you must select four characters for your team.

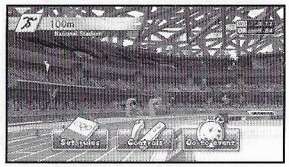
After certain conditions have been met, Mii characters can be used as well.




Vinn's Lair

### During the Events

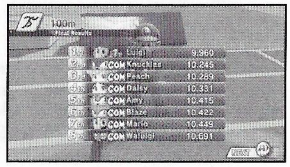
You are now ready to play the events. Select from one of the following options:



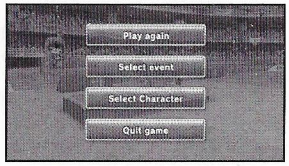
**Controls**
View detailed controls for the event.

**Go to event**
Play the event.

At the end of the event, a replay and the results will be displayed. Press the A Button to advance. The record will be saved automatically.



After the podium scene, select from the following:




**Play again**
Play the same event again.

**Select event**
Play a different event.

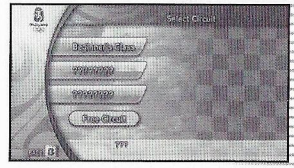
**Select Character**
Play the same event with a different character.

**Quit game**
Return to the Title Screen.

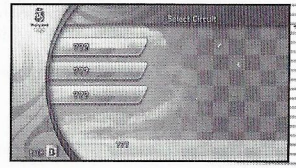


Unlike Single Match, you participate in a series of events, and compete for the total points earned from each event.

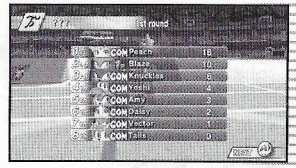
If you select **Beginner's**, **Advanced** or **Master's Class**, you will play on a circuit which consists of several events preselected according to the difficulty level and certain theme. Select the one of your choice.



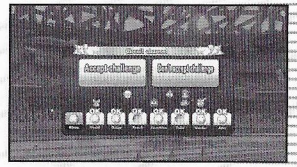
Instead of circuits with preselected events, you can also select **Free Circuit** to choose the events yourself. Select either **Free "4," Free "8,"** or **"Random Circuit."**



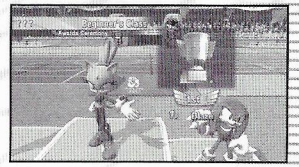
At the end of each event, Athlete Points are awarded according to your placement in the rank. These are added up, and at the end of the game, the player with the most Athlete Points is the winner. Note that with multiplayer play, you can also set up a handicap before you start.



Each player has the privilege to use "Circuit Chance" on an event once during the Circuit. If you use it and finish in the top three in that event, the Athlete Points earned will be doubled. However, you earn zero if you are placed 4th or lower. Use it wisely.



If you play the Circuit as a single player and finish first in all of the pre-prepared courses, you will earn a trophy for that course. Try to collect them all!

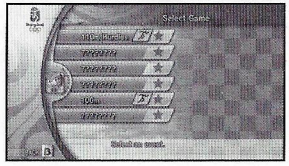


Vinnie's Lair

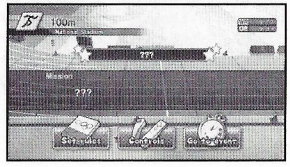
Complete the missions assigned to the events.

First, select a character to use.

There are several events with specific missions to achieve. Select the mission you wish to attempt.

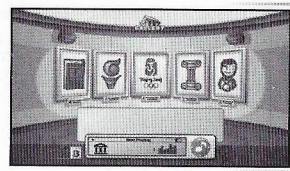


The missions to achieve may be anything from finishing a racing event in a specific place to winning against a certain character, and so on. Clear all the missions to win a prize.





Gain knowledge about the Olympic Games by clearing a series of mini-games. Select one of the available categories to access the list of questions regarding the subject matter. Note that only one category is available at the beginning. To change the background music of the Gallery, select BGM to access the BGM Player screen and select another track from the list of music you have.



### Beijing 2008

Gain fascinating trivia about the Beijing 2008 Olympic Games.

### Modern Olympic Games

Learn interesting historical facts about the modern Olympic Games.

### Ancient Olympic Games

Gain knowledge about the original Olympic Games that were celebrated by the ancient Greeks.

### About Athletes

Acquire knowledge about the athletes of the modern Olympic Games.

### Olympic Trivia

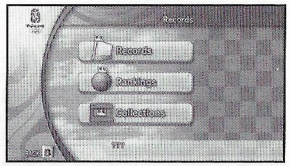
Learn the official facts of the Olympic Games.

### BGM Player

Extra music is awarded when you complete all the mini-games in the category. The selected music will be saved when you return to the main menu of Gallery. Note that the music you find here can only be played in the Gallery.

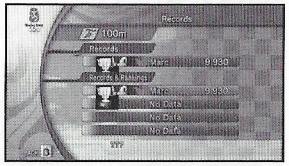
Vinnn's Lair

Visit the Records screen to view your best scores and the prizes you've earned in the game. You can also register your best scores on the world rankings board via Nintendo Wi-Fi.



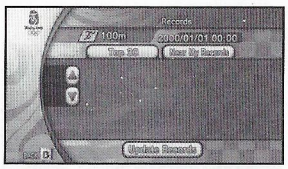

### Record your best scores

While playing alone in Single Match, be sure to save your best scores. You can then upload them to the world rankings board to see how you rank against other *Mario & Sonic* fans.



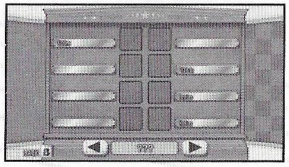

### Nintendo Wi-Fi Rankings

Connect to Nintendo Wi-Fi to register your best single player scores on the rankings board.



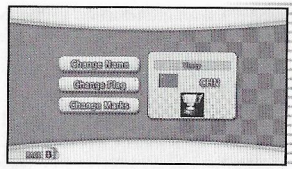

### Prize Collection

As you win new prizes you can change your personal icon to reflect your most recent winnings. All your prizes will be stored here.





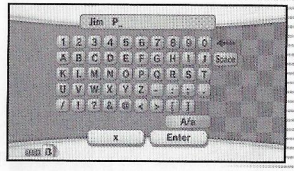
Here you can edit your User Profile.




### Change Name

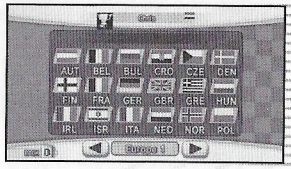
Enter your name for your User Profile.

**Caution**: The name you use will be seen by others when registering for the World Rankings using the Nintendo Wi-Fi Connection.



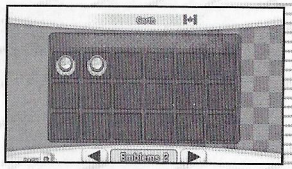

### Change Flag

Select a national flag to be displayed in your User Profile. Select left or right arrows to change the continent.




### Change Marks

Select a mark to be displayed in your User Profile. The mark can be selected from the Trophies and Emblems you have obtained. Select the left or right arrows to change the group of marks on the screen.



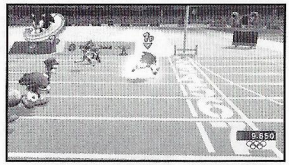
Vinnie's Lair

Here is a brief introduction to the events in this game. Please note that the rules used in some events may be different from the official rules.

### 100m

Athletics (Track)

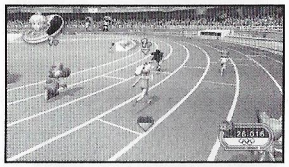
Kick off from the starting block and sprint along the 100 meter stretch to the finish line in as short a time as possible to win. Make sure you wait for the starting signal, as kicking off too early will result in a false start.



### 400m

Athletics (Track)

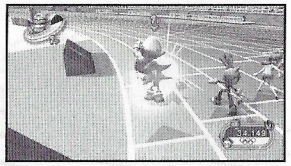
From a staggered start, kick off from the starting blocks, then endure a 400 meter run to the finishing line. The final 100 meter stretch should be sprinted to get you ahead of the competition, but take it slower at the start to avoid wearing yourself out.



### 4 X 100m Relay

Athletics (Track)

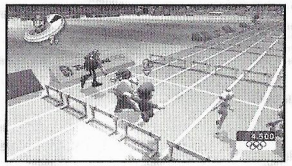
Four team members take turns sprinting with the baton in their own 100 meter stretch. Sprint to where the next team member is waiting, but take care with your timing when you pass the baton to avoid a delay. The last member to carry the baton should sprint to the finish line.



### 110m Hurdles

Athletics (Track)

Kick off from the starting blocks and sprint towards the finishing line as quickly as you can, leaping across the hurdles positioned along your path. You won't be penalized for knocking hurdles down, but it will cost you valuable seconds each time.

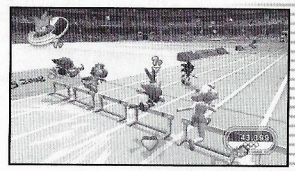




### 400m Hurdles

Athletics (Track)

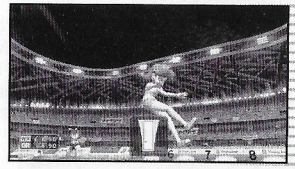
Kick off from the starting blocks and endure a 400 meter course to the finishing line, leaping across the hurdles positioned along your path. Be sure to save up your energy for the final sprint, or you may wear yourself out and lose your competitive edge.



### Long Jump

Athletics (Field)

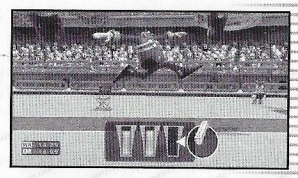
Sprint down the runway and jump off the wooden board as far as you can into the sand-filled pit. If your leap begins with any part of your foot in front of the board, it will be a foul and the distance will not be recorded. The best of three attempts will be recorded.



### Triple Jump

Athletics (Field)

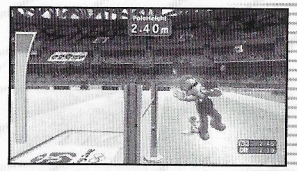
Sprint down the runway towards the designated takeoff mark. Take a hop, step, and jump into the sand-filled pit. Start your first leap before the takeoff mark to avoid a foul. The best of three attempts will be recorded.



### High Jump

Athletics (Field)

Run down the runway and leap across the crossbar taking care not to knock it off its supports. You can set your own starting height, but this is increased with each successful jump. When you fail to clear the crossbar three times in succession, the last height you successfully cleared will be recorded as your score.



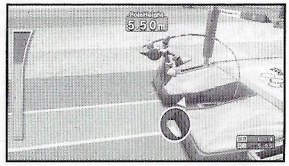

**Best Out of Three**
With certain Field events, you are able to make a total of three attempts, out of which your best score will be the one that is recorded.

Vinnie's Lair

### Pole Vault

Athletics (Field)

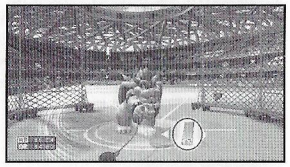
Run down the runway and plant your pole in the box set in the ground to help you vault across the crossbar without knocking it off its supports. You can set your own starting height, but this is increased with each successful jump. As with the High Jump, your score will be determined after three successive failures.



### Hammer Throw

Athletics (Field)

Take the hammer in hand, spin on the spot to build up momentum, and release the hammer in the direction of the landing area before the countdown runs out. The further away it lands, the better your score. The best of three attempts is recorded.



### Javelin Throw

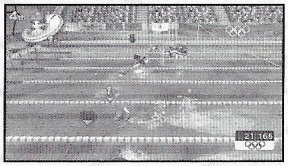
Athletics (Field)

Sprint down the runway to build momentum and throw the javelin as far as you can into the landing area. Time your throw carefully to avoid crossing the foul line, or the attempt will not be recorded. The best of three attempts is recorded.

### 100m Freestyle

Aquatics

Dive in on the start signal and swim two lengths of the pool in the fastest time to win. Don't forget to breathe, or it will cost you valuable seconds in recovery time.

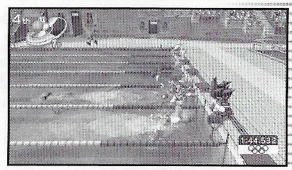




### 4 x 100m Freestyle

Aquatics

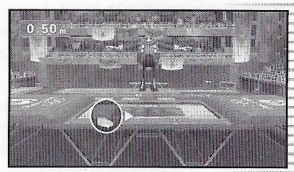
Four team members take turns swimming two lengths each. Each player should touch the wall before the next player dives in. The first team to have all four members complete two lengths wins.



### Trampoline

Gymnastics

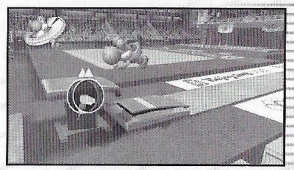
Use the trampoline to propel yourself high into the air and perform complex spins and somersaults. Your performance is judged on how precisely you execute. As you land, be sure to prepare yourself with a good high jump for the next set of moves.



### Vault

Gymnastics

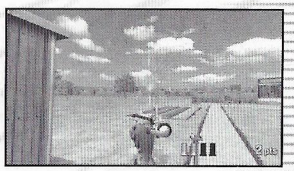
Run up to the springboard and vault across the horse performing spins and somersaults in the air. A maximum of 10 points will be awarded depending on your mid-air performance and the skill of your landing. The best of three attempts is recorded.



### Skeet

Shooting

Make your way through eight stations firing at high and low airborne targets as they're released. You only have enough ammunition for one shot per target, so aim carefully. The player with the most total hits wins.



Vimm's Lair

### Archery

Shoot four sets of three arrows into a target at 70 meters, aiming for the center circle for maximum score. The player with the highest total score wins. Watch wind conditions carefully as they can make your aim less predictable.

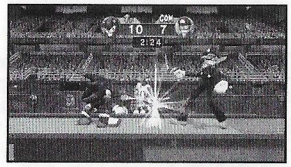
Archery

### Individual epée

Brandishing your epée, aim to touch your opponent anywhere on their body with the tip of the blade to score a point. Use your defense skills to prevent your opponent from doing the same. The first player to gain 15 points wins the round.

Normally, the sport of fencing is performed using protective equipment. Never imitate the actions taken by the characters in the game.

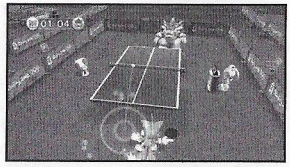
Fencing



### Singles

Use your paddle to bounce the ball across the net into your opponent's side, and win a point if they fail to return it or allow it to bounce twice. The first player to reach 11 points wins the round. Each player takes turns serving twice.

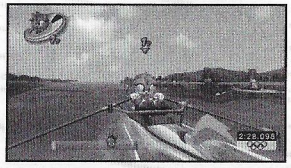
Table Tennis



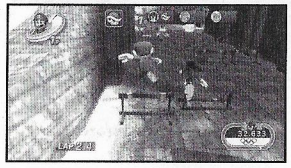
### Single Sculls

Constant skill, as well as raw power, is required to make the continual adjustments necessary to keep your skiff moving in a straight line. Work your way along the course and cross the finish line before your opponents to win.

Rowing



**Dream Events**
There are also a number of Dream Events that are easy to unlock. What kind of events are there? Go find out!



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Vimm's Lair